



THE **JACG** **JACG** NEWSLETTER

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THE JERSEY ATARI COMPUTER GROUP

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FROM THE EDITOR'S DESK

Well, a pretty decent issue this month, I must say. We got a well needed injection of new writing blood in the form of excellent articles from Lori Doerner and Hank Bear. Suprisingly, especially after you see how well they write, they both expressed some doubts as to how their articles would look. Both gave me carte blanche to edit their articles however I saw fit. Of course, as I suspected, I think I had to change a total of 6 characters in both articles combined.

The moral of the story is, if you think you can't write, I think YOU can! So write!! I'm usually always right about these things! Lack of writing talent has never suppressed an article from these pages and the people who think they have the least talent usually have the most. Well, at least this month, anyway!

The other thing to mention this month is the Z*Net quandry. Z*Net accepts advertising that they get paid for. To print their insert costs us money. They are supposed to pay us some money in return for putting their logo on the cover. To this date, they have not paid us a dime. I would drop Z*Mag entirely except I know members enjoy it. For now, I've dropped their logo from the cover until we see some money. Let me know what you think of this matter.

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CALENDAR OF EVENTS

NEXT MEETING:

OCTOBER 13th, 1990

Software Spectrum

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NOISE FROM THE PRESIDENT

The JACG Executive Board Meeting

The Executive Board met on Saturday morning, 9/1/90. Discussion centered to a great degree upon establishing a JACG Shareware policy. It was finally decided to allocate from the Club Treasury, \$15.00 per month, to be sent to a deserving shareware author. Other than the first (September 1990) month, there will be an alternation between 8 and 16-bit authors. For September \$30.00 will be allocated, \$15 for each (8 and 16-bit). Bob Puff (BobTerm - 8-bit) and Hagon Janopian (hope it's spelled correctly) (HagTerm - 16-bit), will the September recipients.

This is the CLUB's recognition to shareware authors. This policy DOES NOT remove either the burden or the obligation of club members' to exercise their responsibility to adequately compensate shareware authors. If you want to continue to see a high volume of high quality shareware to continue to be available...you MUST pay for shareware.

Sam Cory reported that he has entered into a disk exchange with MACE, an ATARI group from Modesto, CA...more for the 8-bit! Speaking of the library, the board recommends a by-law change to establish two librarian (voting) positions, 8-bit and 16-bit. Currently there is one (non-sectarian) Librarian (Sam Cory), who puts countless hours into the maintenance of the 8-bit library.

Special 8-bit Software

Joe Hicswa is looking for software, or modified software which can be used by handicapped/impaired people. Here is a chance for those adventurous 8-biters to try and modify some of the myriad Public Domain programs in the 8-bit disk library. See Joe at the meeting and get more details.

Elections

Nominations for the next "slate" of officers will be held at the October and November meetings, and the election will be held at the November meeting. It's not too soon for those of you who are WILLING to make a COMMITMENT for the period of a YEAR to consider ACTIVELY engaging in the ADMINISTRATION of club activities for the next year. A caveat, however, if you can't give up some of your time beyond the monthly meeting, don't do the club a disservice. The club needs officers who will be able to (both monthly and as required) provide time of their own.

Res Atariensis

"START" is currently IT. The only U.S. "full-blown" ATARI magazine available; containing an 8-bit insert, but primarily 16-bit. One issue not forthcoming, in order to set-up the "new" publication. I remember the "new" combined ST LOG/ANALOG. I think it lasted two, maybe three issues. I certainly hope START (they've already got my money) can do better! As far as the ATARI EXPLORER, I'm still waiting to see the "fall-

out" of the staff "shuffle" and "bringing it in house". One can always hope for the best...it just seem that we ATARIANS are always "hoping for the best" much more than other computer owners.

The Treasury

As you will see when you read the Treasurer's Report (elsewhere in this issue), the JACG remains viable, despite declining membership. This is basically a result of membership dues, advertising, the "xeroxing" of the Newsletter, and the frugality of the executive board, who incur expenses which are not "driven" to the treasury for reimbursement. It would be nice to see a growing membership, however, it appears that few new ATARI purchasers are joining the JACG. Please do your part in publicizing the existence of our club.

Exchange Newsletters

The JACG exchanges its Newsletter with those of many clubs. The newsletters from the other clubs are bound (by month) and then loaned out (at the monthly JACG meeting) to members. If you inadvertently have neglected to return one (or more) of the volumes to Mike Hochman) please do so in order that other members may avail themselves of the information therein. I have given John Dean two shopping bags full of other clubs' newsletters that I received from the ATARI EXPLORER, these will find their way into the bound volumes. If any of you "out there" have other clubs' newsletters (of your own) and would like to donate them to the club newsletter library, please do so; your generosity will be greatly appreciated.



16 - BIT FEATURE

CREATOR -- MUSIC SOFTWARE Review from C-Lab

Reviewed by Lori Doerner, JACG

When I first began sequencing music on the Atari 1040ST, I thought it was the greatest thing in the world (I still do!). I had a MIDI (Musical Instrument Digital Interface) keyboard, the Ensoniq Mirage Digital Sampling Keyboard, and a drum machine. For the first time in my life, I could play the keyboard and have it sound like something (playing "keyboards" is very different than playing the piano; I am not a "keyboard" player). Using the music software, C-Lab Creator, I could play the bassline, the chords, and a solo, and make it sound like a song!

Two years have passed since I first bought Creator. I have learned many things about sequencing, some things by reading a lot about sequencing, and most things by lots of experimenting. I can honestly say that sequencing is the greatest thing that ever happened to me! Anyway, this article will deal with my opinions, experiences, and helpful hints and shortcuts to sequencing music with C-Lab or the many other sequencers available...

First of all, for those of you who are new to sequencing, a sequencer allows you to play a line at a time, a note at a time, or even create music directly from your computer keyboard (in other words, you don't even have to play piano or read music to be able to sequence!) This enables the person sequencing to "layer" sounds or lines, thus making the song sound as if more than one person or instrument is playing at the same time. There are many parts to Creator, but I will start at or near the beginning...

After you connect a MIDI instrument to the computer keyboard, making sure that all connections are correct (as per manual), you are ready

to go. Boot up your software according to your manual and you can start your sequencing. Anyone who has experienced multi-track recording will immediately notice the similarities between live recording and Creator sequencing. "Start", "Stop", "Play", "Record", "Punch", "Overdub", "Pause", etc. are all one-touch (or one-click) functions.

There are 99 patterns to record on, with 16 tracks per pattern. Each pattern can run as long as you like, or as short. For instance, if you want to record a ten-minute song on one pattern, you can do it (as long as you don't run out of memory, and I have yet to even come CLOSE to running out). This leaves you wide open to sequence just about anything. You can correct any mistakes in playing with the touch of a button (or mouse), add a note, subtract a note, make the duration of the note longer, shorter, louder, softer, etc... You name it, you can do it! The only thing I haven't been able to do with Creator is get a record deal (so far)!

You can play a piece of music and then copy it as many times as you like, wherever you like it. There is also an "Arrange" mode for those who don't like to copy, copy, copy, but need to have piece of music in different areas of the song. You can humanize any note or line to make it "feel" less like a machine and more like an imperfect human. You can "quantize" the note or line that has incorrect timing. (This means you automatically correct a note that falls where you don't want it!) There are about a thousand other things Creator does, but I don't think the newsletter is long enough for me to go into them!

Let's take a song and break it down into sequencer basics... Your typical song would have:

1. Drumbeat (This could be a whole article in itself!)
2. Bassline
3. Chords
4. Melody

5. Solo
6. (Strings?)

I have found organization to be one of the most important parts of sequencing. Because you have access to 16 MIDI channels, it would be unwise to randomly assign different channels to different instruments and sounds. The best method is to decide ahead of time which MIDI channels will be assigned to which instruments and stick to it. With my setup, the assignments are as follows:

Channel 1: Drums / Drum Machine
 2: Bass
 3: Strings
 4: Piano
 5: Whooshy ethereal sound (for texture)
 6: Miscellaneous sounds
 7: Horns / Brass
 8: Horns / Brass
 9: Guitar sounds
 10-16: Miscellaneous sounds

Staying with your original assignments throughout your sequencing will make life easier if you are using more than one keyboard; it also helps if you have to change your setup in the future. If you are using a keyboard with drum sounds and later decide to get an actual drum machine, having all the drum tracks on one channel is a blessing.

Now, for an example of sequencing with C-Lab:

Find Pattern 1. Since each pattern has access to 16 tracks and 16 MIDI channels, I like to keep the two closely aligned. I record all the drum parts on Track 1, bass parts on Track 2, etc. Some people prefer to use their drum machines to drive their sequencers, and since an explanation of this would be a complete article in itself, let's save the drums 'til later! Instead, let's start with the bassline: Click on Track 2. Set your MIDI Channel to 2 and make sure that the keyboard with the bass sound is also set to Channel 2 (very important

that these two match, otherwise when you playback the song, you will hear nothing). When you click on "record" there should be an audible "click track"; if not, turn up the volume on your monitor. Play a bassline on your keyboard, keeping rhythm with the click track. Press "Stop". If you press "play" now, the line you just recorded should play back.

Now, go to Track 3. Since I assign Strings to Channel 3, I would now press "Record" and play the string arrangement to accompany the bassline. Finish the string line and press "Stop". Go to Track 4 and set the MIDI channel for the piano chords. Press "Record" and play the chords. Press "Stop". At this point, if you press "Play", the whole song should play for you. If you own a drum machine, you can synch them together for a drumbeat, or use the machine as a "sound module" and program the drums on your sequencer (which is what I do; the fewer machines I have to tend to, the easier my life is)....

My setup allows me to use many different MIDI channels, thus creating songs that normally would need 4 or 5 pieces to play them. The Kawai K1 keyboard has proven to be an invaluable piece of equipment in my setup. You can create a "patch" of 8 different sounds; each sound can have its own MIDI channel, panning, volume, tuning, etc. You can make 32 different patches etc. This allows me to, for each song, individualize the sounds and MIDI channels. I can have Bass, Strings, Piano, Horns, Bells, Brass, Ethereal Sounds, Guitars Sounds all at the same time! (or any combination of sounds I want). It was reasonably priced (under \$850) and sounds great for the money! It is similar to the M1 keyboard which is a great instrument, but twice the price!

This is the beginning of a long and loving relationship with your sequencer. The possibilities are endless with the right equipment and a little time and imagination. As you

experiment more, the actual work becomes easier, and the songs sound better and better. (Some of my sequences sound frighteningly similar to the original recordings.)

For those of you who are interested in sequencing, and want to know more about it, or if you want to swap songs or trade ideas, I can be reached at: 1 (201) 838-3963.

16 - BIT FEATURE

VALGUS SQUARED Review
by Hank Bear, JACG

How often do you see a review for a public domain arcade game? Most of them are a notch or two below the games found in SStart (which is so thin it could pass as a razor blade) and the magazine games are a notch or two below the commercial variety. Valgus is different. I consider it as good as a game that might cost from \$25 to \$35.

It is an extension of Tetris. For the very few of you who are not familiar with Tetris, Russia's most famous export after vodka, here's a brief explanation. Four little squares can be connected together to form seven different shapes. In Tetris, these shapes in random sequence, drop from the top of a shaft. Your job is to rotate and/or shift these forms left and right as they fall to fill the bottom of the shaft. Once a row on the bottom is completed, it vanishes, and the remaining forms drop down to fill the void.

Like most arcade games, the action starts at a slow pace, to help you learn the controls and logic. This one is no different and as the shaft fills with your joystick errors, you have less and less time and space to maneuver the falling forms. I found Tetris a lot of fun although the Atari version is quite buggy. Nothing is more frustrating than to have your computer crash in the middle of a hot game that has all the makings of a new

world record.

Enough of Tetris; Valgus takes the seven forms and drops them to a block in the center of the screen. Instead of forming a horizontal row at the bottom of the screen, you have to form a complete ring around the center block. The forms come from all four sides and if a particular shape doesn't suit your fancy, you can intentionally miss the block and go on to the next form. The first six levels have the forms falling progressively faster and each level requires more rings completed before you graduate to the next level.

Level Seven is when the fun begins. The speed slows down considerably and two forms drop from two locations simultaneously. A new control key is introduced to switch movement from one form to the other. The game then takes you through faster levels with this new dimension. It is tough, but not impossible. I have gotten close to completing the game and I am sure a younger, more persistent, joystick jockey can complete the 12 levels.

The game was written by James R. Glenn of Annendale, VA and there is no solicitation of money included with the comprehensive instructions. I have had so much fun with this game I sent him a check anyway. You might feel the same way. I uploaded the game onto our new and improved JACG system. It will cost you a phone call to call 298-0161 and download VALGUS.LZH

8 - BIT FEATURE

DIARY OF A FLIGHT SIMULATOR PILOT
Part 2

by Dave Arlington, JACG

In case you missed the first installment of this series, it chronicles my efforts to cross the United States from Santa Monica, California to Cleveland, Ohio using SubLogic's Flight Simulator II program.

The route I am following is the same as the 1929 Women's Air Derby which was recreated in real life last year. This month's leg covers from San Bernadino, California to Yuma, Arizona.

For those who want to try any of these flights, here are the parameters to use this time: Scenery Disk 3 and (later) 2. NORTH: 15352, EAST: 6181, ALTITUDE: 0, HEADING: 90, HOUR: 14, SEASON: 2. Actually, the altitude here at Rialto is 1407 feet, but I always set ALTITUDE to 0 and let the program put me at the correct altitude.

As you exit out of the editor and do a radar view, you can see we're set up to do a nice 30 degree turn to taxi onto and takeoff from Runway 6. Tune the NAV1 radio to the Thermal VOR at 116.20 and set your OBS to be ready to pick up the 110 radial. Your DME tells you we're over 73 miles from the Thermal VOR and Yuma is a ways beyond that so this will be a longer flight than the first leg of the trip. How long? Well, at our normal cruising speed of 120+ knots, you usually are covering 2 miles a minute. So figure about 40 minutes to reach Thermal and maybe another 40 beyond that to reach Yuma.

Go back to the out front view and take-off. Since we're starting at 1400 feet, climb straight out to 3500 feet. As you take off, the black city area right out front is San Bernadino. The highway leading out of it is Interstate Route 10 which crosses coast to coast from Los Angeles to Jacksonville in Florida. We'll be playing tag with it through 4 states before we end up seeing it for the last time. For now, fly straight ahead until the OBS needle hits center and then turn to heading of 110 degrees to match it.

Once we make the turn heading 110, you'll notice we're heading back towards Route 10. After awhile you'll notice that a little piece of road that seems to go nowhere is jutting out of Route 10. A few minutes later, a city shows up at the end of that piece of road. That little city is Palm Springs,

where I have a summer home. (Hey, if I can pretend I'm flying an airplane, why can't I pretend I have a summer home in Palm Springs?) The course we're flying takes us almost directly over that little piece of highway and it points directly to the airport of Palm Springs which we'll also end up passing over.

Looking out the right side as you fly, you will also spot Banning airport. Although Banning and Palm Springs are not that far apart, the difference in altitudes (Banning - 2221 feet, Palm Springs - 450 feet) makes our plane look much closer to the ground (which it is) as we go by Banning, than it does at Palm Springs. This is all assuming, of course, you've maintained a cruising altitude of 3500 feet.

By the way, there is a reason I'm flying at 3500 feet. On the Atari 8-bit, using the pitch setting I'm at (Pitch is the attitude of the airplane, how high or low the nose of the plane is.), the plane just doesn't like to stay at 3500 feet. With an RPM reading of 2050, it wants to climb, with an RPM of 1950, it wants to descend. So by trying to stay at 3500 feet, I have to constantly monitor my instruments, and trying to keep a constant altitude on a long fairly low density scenery flight like this keeps me busy.

Anyway, back to the views. Just as we pass over Palm Springs, a body of water appears out front. This large body of water is called the Salton Sea and it is actually 235 feet BELOW sea level. So, when we left Rialto we were only 2000 feet above the ground and by the time we pass over the lake, we'll be almost 4000 feet above the ground. Before Salton Sea, is Thermal Airport. The Salton Sea looks to be by my reckoning, over 40 miles long and is the most sizable body of water we'll see for a long time on this tour.

It's interesting how fast scenery appears and disappears on some of these disks. I just barely got out over the lake when Route 10 disappeared out the

back window along with the Thermal Airport. It looks like all that is left is you, me, the plane, and this large lake heading towards the edge of Scenery Disk 3. I'd be tempted to wait until we reached the edge, but for two things. First, I want to pick up Bard VOR on Scenery Disk 2 to get a line on how far we are out of Yuma. Secondly, the transition was so smooth from the LA area of the original disk to Disk 3 that I want to see how smooth the transition is from Disk 3 to Disk 2.

So... when you have about a thumb's width of the lake out the front window, log in Scenery Disk 2 and let's see where we are. Whoa!... What happened to the lake? Looking around I notice somehow the lake is back there! Well, that wasn't so smooth a transition, but it looks like this magical spurt ahead will cut out some flying time. Plus, the view sure has improved.

Looking around again, there's the lake behind us now, also Route 10 has reappeared back there. Out the left side you might spot some blue of the Colorado River. In front of us are two airports, Calipatria and Brawley. In a little bit, Holtville also shows up out the right side. Out front also is Interstate Route 8 which runs from San Diego to Los Cruces, New Mexico. That flashing patch of black ahead is Yuma, Arizona, which is visible already.

Checking the instruments show that the heading of 110 we were flying on is pointing us almost directly to Bard VOR. You shouldn't have to change course much to get on track. Yuma is only at an altitude of 213 feet so when you get about 20 miles out, start descending to 1500 feet.

The airport is a couple miles beyond the VOR tower and on the other side of both Route 8 and the Colorado River. You should have plenty of time to set up if you get down to slowflight speed as you pass over the Bard VOR. You get a great view of the city, the highway, and the river out the right

side on your approach. A nice 60 degree right turn properly timed should line you up just right to set down on Runway 17. Runway 17 is the smallest of four strips here and is still 150 feet wide and over a mile long.

Speaking of runway sizes, since the simulator is very accurate as regards to sizes, isn't it amazing how large some of these runways are? The largest one here is 13300 feet long, almost 2 and 1/2 miles long. It seems like it is at least as long as the nearby city! Wait until Dallas, now there in Texas, they make their runways Texas-size!

Well, the second leg of the trip was not as scenic as the first as I expected, but on the other hand, it was better than I thought it would be. The last bit of the trip on Scenery Disk 2 into Yuma was especially nice. Next month we'll be going from Yuma to Phoenix. See you then.

GENERAL FEATURE

AUGUST MEETING NOTES

by Joseph E. Hicswa - JACG

Dear All of you, Hi! Although unable to attend the August meeting, I'm still alive and well. A flu BUG bugged me. I did not want to spread the VIRUS. The review makes up for my usual column.

SOLITAIRE - JACG DISK 195D - A REVIEW

Do you like card games? namely: SOLITAIRE, then JACG Disk 195D is a challenge for you. It involves me for hours on my B/W T.V. monitor. The Black/Red suits as well as picture cards and numerals are clearly distinguishable -- should be picturesque in color.

Cards are easily moved by either joystick or keyboard. Kings may be placed onto empty board columns. The program indicates amount of down cards remaining under exposed card files.

SOLITAIRE allows no mistakes or cheating. However, you're not prompted if a move is overlooked so stay alert when playing.

Entire runs of SOLITARE can be completed if you are lucky, get a good shuffle, and play your cards right, but odds of frequent wins are like playing a stacked deck. The deck is uncovered only once, one card at a time.

I now keep a written record of cards in the discard pile so when there is a choice of play between two cards, e.g. a six on the board and a six on the discard pile, I know what's under the discard-pile six and play accordingly.

The player pays ten points for each shuffle. A point is earned for every ACE and ensuing card of same suit, in numerical order, placed upon the ACE. A DATA file keeps a running total of scores and is available for viewing each time you play.

The play is easy to learn and documented. It explains how to clear and start a new data file. CAUTION: when PRINTing a hard copy of the documentation, it apparently requires continuous sheets. My first sheet was garbled on the last line by overwrites. There is no pause to insert new sheets of paper. Pressing BREAK key and CONT disrupted the format so lines on ensuing pages were staggered and frustrating to read. This was solved by loading SOL.DOC into my First Xlent word processing program. SEARCH erased excess spaces. Using First Xlent, the document was formatted for neat single page printing.

SOLITARE's menu booted up errorlessly with my 1050 drive, both 1200XL and 130XE computers--with or without BASIC. Files other than SOLITAIRE would not load from the MENU. I assume they can be loaded either by DOS or BASIC. e.g. DOS L or LOAD "D1:FILENAME". Not particularly interested to examine those files, they were not checked out. I just enjoy playing the game. SOLITAIRE, a

SHAREWARE program, was developed by:

DOUBLAS B. FLETCHER
6995 CINDY LANE
GIRARD, PA. 16417

Contributions are appreciated by the author. A \$15 donation "...will guarantee a free copy of all future updates".

SOLITAIRE is good entertainment for individual and family. If this program is not in your home library, I suggest you buy a copy from Mr. Fletcher or disk librarian at next meeting--the price is right.

See you in October. Bring a friend.

8 - BIT FEATURE

ATARI TO MS-DOS: A Postscript...
by Dave Dvorin, JACG

A while back I wrote a series of articles about how to transfer files to and from an MS-DOS machine and Atari 8-bit. As an example, I used an IBM-XT's serial port (25 pin) to describe a cable connecting the two computers. I would like to add a post-script to those articles.

The following shows the pinouts to a cable necessary to go from a PR:Connection serial port to a 9-pin serial port on an AT-compatible MS-DOS machine:

PR: Male	AT-Compatible Female
DTR 1 -----	1 DCD
DCD 2 -----	4 DTR
TD 3 -----	2 RD
RD 4 -----	3 TD
GND 5 -----	5 GND
DSR 6 -----	6 DSR
RTS 7 -----	8 CTS
CTS 8 -----	7 RTS

I included the RS-232 function of each pin so that you can see how the

two computers talk to one another. With this information, you should be able to configure a cable for any two combination of serial ports. All that would be needed is a cable that has pinouts connecting the functions as shown above. You can find the pin functions of a computer's serial port in the computer's documentation.

I hope you find this information helpful.

16 - BIT FEATURE

WORD PERFECT UPDATE INFORMATION supplied by Dave Dvorin, JACG

The following is from the July 1990 issue of The WPCorp Report, a newsletter published by the WordPerfect Corporation.

Atari-Maintenance Update

At the time of this writing, a maintenance update of WordPerfect 4.1 for the Atari is scheduled for a July 1990 release. The update includes several feature enhancements and support for large screen monitors.

Enhancements

Using a set of common rules, the Auto-Hyphenation feature automatically hyphenates words. Auto-Hyphenation can be turned on or off, and the position of the hyphen can later be changed by inserting a hard hyphen.

The Look feature in List Files will now show the document in a standard GEM window, allowing the use of scroll bars to move up and down, as well a right and left. In addition, you can directly import or export files between WordPerfect 4.2 for the IBM PC and WordPerfect 4.1 for the Atari.

The maintenance update also provides support for several new printers. An additional print disk is sold separately and provides improved support for PostScript printing. The

PostScript printer drivers offer several point sizes for each font. Available fonts include Helvetica, Times Roman, Avant Garde, Bookman, Helvetica Narrow, New Century Schoolbook, Palatino, Zapf Chancery, and Courier.

Order Information

Registered WordPerfect Atari users may obtain the maintenance update for a \$12.50 shipping and handling charge by calling (800)222-9409, or by writing to:

WordPerfect Corporation
Atari Products Division
P.O. Box 731
Orem, UT 84059-0731

The additional PostScript print disk is available for \$10 by itself, or for an additional \$2.50 if ordered with the maintenance update. Registered WordPerfect Atari users can receive technical support by calling (800)321-3271 or (801)226-8660.

8 - BIT FEATURE

8 - BIT PD LIBRARIAN's REPORT by Sam Cory, JACG

Hello from Blairstown. We have the usual "GOOD NEWS, BAD NEWS" They say always put the "GOOD" first.

Do you remember A*N*A*L*O*G? They sent me a notice offering money or magazines to replace the money they owed me. Today I received my check for \$28.00 from LFP. If you did not receive that notice, here is an address:

LFP, Inc. (Larry Flynt Publications)
9171 Wilshire Blvd, Suite 300
Beverly Hills California 90210

Next news: We have as a disk of the month, the newest BOBTERM 1.21. I will not go into its newness. His "READ.ME" file states that 16 bugs have been eliminated and that there are 37 new enhancements. I have a great

respect for his great work and expect you purchasers will send him more money than the \$1 you pay to him through JACG.

Next: I have a new system which is being Beta tested by others. When it is available as SHAREWARE you will have it. It is a down and dirty Spartados Menu program like DIAMOND but without the pretty pics. Kris Holtegaard says it is the best he has ever seen including ICD. Along with it is an install program which can be used with other DOSes. It ensures going from: example -- TEXTPRO to another machine language file without going to D1: prompt. It stays resident unless you tell it to leave.

Next: Look to our new BBS. Joe Kennedy has uploaded all the files that Neil Van Oost, Jr. sweated over for Daisy Dot 3. I am guessing some 40 hours. For you 8 people who purchased our DD3 DOM, forget these files. It takes the purchased version (\$25) to use them. I will not give it to you. To quote Neil "DD3 is the best \$25 he has spent since he bought the hard drive". Like Dave A! said- where did you get that drive for \$25 Neil? We all will buy one at that price. If you do not want to get on that magnificent BBS and enough of you ask, I will make those files available as a DOM. I am tired of producing disks containing tremendous info and being purchased by ONLY 8 people. For \$3 the DOM usually is a fantastic buy. Seldom have you purchased commercial files that were worth even that little bit.

Read what I said. Since my move April 17, 1990 I have yet to find my modem cable. So what do I know excepting what I am told ABOUT OUR BBS. Try chat. Be surprised at what you can learn and better tell other ATARI people who need the knowledge. This is one way YOU can contribute to the life of your organisation and new programming. From my viewpoint we have gained some of the most useful files for the ATARI since Tramiel dropped the 8-bit.

Bad News. None of the above can be continued unless you support SHAREWARE with MONEY. THAT is long green stuff. Back up your JACG BOARD and ask them to contribute more from the club. We have the money and we can make a name for ourselves as being ATARI responsible backers, not ATARI way backers.

Bad News: Those 8 people who bought our DD3 DOM were cheated. The DOCS (who reads docs!!!) show the importance and need for a file that is not on the disk. I am sorry this happened. There is a first time for anything. So far NO ONE has brought that to my attention. NO ONE except Alex Pignato of the OL' HACKERS with whom I exchange files. WHAT does that mean??????? END.

Roy Goldman of DD3 fame cleared up two items for me. His Docs mention a HARD RETURN but do not mention a "soft" RETURN. Ans #1: "a 'HARD' RETURN is any return you actually type for starting a new line or a new paragraph. A 'soft' RETURN is an imaginary RETURN at the end of lines within the body of a paragraph (where wrap around occurs). Soft RETURNS aren't really important at all when using DD3."

Ans #2: "You're right. DD3 can only print multiple labels- though you can abort the printout by pressing SELECT. It does go to attract mode, but the screen is actually turned off during printing.

I have tried to use DD3 with HAPPY installed - no luck. Also the time and date line does something. Otherwise I can use DD3. Remember this is on my equipment. Ask Bob Mulhearn and he will tell you Sam somehow has troubles other people do not have. For example, I can not format MYDOS in single density. A file I gave the club a long time ago called DISKBASE works for everyone else. Why not for me? I want it because it is an excellent database for Spartados.

We have a new disk from Ol'Hackers

that contains additional DD3 Fonts and material. Neil, your ever busy 8-bit VP, will either put them up on the board or put them in a disk. That is if there are more than 8 people interested in DD3. I can assure you DD3 will be the biggest thing on the BBS, Compuserve and Genie for some time. There will be many manipulating files and fonts and icons. It can rival PRINT SHOP. Better get on board. ONLY \$25..

16 - BIT FEATURE

ST DISK LIBRARY

by John H. Dean, JACG ST V.P.

SEPTEMBER, 1990

New disks are always being added to the JACG ST Disk Library. Let me tell you about them. If you want any of them, they are available through our mail Order Librarian. They cost \$5.00 each, including postage, if you are a member. Non-members can purchase them at \$6.00 each, including postage. Send your order to:

John H. Dean
RFD #2 Box 788
Sussex, NJ 07461

Of course, you can get any of them for only \$4.00 at the meeting, if you are a member of JACG. And the Disk Of the Month is only \$3.00! (Members Only)

NEW SELF EXTRACTING (SEA) ST DISKS

In June, 1990, in order to get more programs on a single side disk, we started to compress all the data with a format that allows you to regain the original data by simply double clicking on the appropriate name. Our articles in recent issues of the Newsletter about the "Making of the Business Set" and "Double Click to the Rescue" explained a little bit more about the process.

To bring you up to date, we started numbering the disks with the new format with JACGLSEA.200, .200, .201 & .202 comprising the Business Set

and were of the type APPL - for Application type programs. See "ST Disk Library" in the July Newsletter.

In August, we added (as the Disk of the Month) JACGLSEA.203. This disk was also an APPL type - this time a collection of label programs. Among the many programs on this disk are:

VCR_PRG.APP is a VCR organizer with which you can catalog and print out a record of your VCR collection.

M_INV_32.APP helps keep a listing of your albums, CD's, tapes, DAT's, 45's and other media up to date.

LIMITD19.APP is a limited version of an envelope program - you can print photo slide labels, normal mailing labels, Rolex/Index cards - and three sizes of envelopes.

CASLABST.APP a Cassette Label Maker from Archie Software. This works with Epson compatible printers.

GEMLABEL.APP does all types of labels (Mail, Audio, Floppy, and more) along with graphics. This program is for monochrome only.

This month, September, we are adding four more new disks. Two, JACGLSEA.204 (The DOM for September) and JACGLSEA.205 are full of TELEcommunication Terminal Programs and useful Utilities. JACGLSEA.206 & JACGLSEA.207 are UTILITY disks. 206 includes ARCIT105, ACCESS (Demo version) and DUTILSHL - a collection of disk utilities called from a shell program, and more. 207 includes PINHEAD1.7, DESKMGR33, FONTRIX and lots of other goodies.

ST Disk Library September, 1990 Disk of the Month

JACGLSEA.204 is the Disk of the Month for September, 1990, and will be available at the door for JACG members for only \$3.00. This is a TELEcommunications disk, and has two full featured terminal programs and

five supporting utilities.

EZCOMM is a menu driven telecommunications program which runs in medium or high resolution on the Atari ST. This program has many powerful features, yet is very easy to use. EZCOMM can run on the 520, 1040 or MEGA series. EZCOMM is copyrighted by the author, Mitch Howard, and can be registered for \$15.00, which will help support future releases. Regardless whether the program is registered, the author welcomes any comments or suggestions regarding this program.

HAGTERM by Hagop Janoyan is another shareware terminal program. Even though both color and mono monitors are supported, this program is best suited to be run in medium res on a color monitor. It includes a sample saved **DEFAULT** file, a sample saved **DIAL** directory file, a transfer program, and a **TRANSFER.ACC**.

MINISCULE Term was written in GFA 2.0 (source included) to provide a small terminal program to use in place of Flash. This Terminal is an ASCII/VT-52 terminal that has no upload or download capabilities unless you use an accessory file transfer program. (such as **TRANSFER.ACC** that comes with **HAGTERM**). Two files will be created by the program when you run it. One is the configuration file which stores information such as Baud, Duplex, Capture on/off, Long Distance string and Long distance character. The other is a dial directory.

TURBOCTS is a freeware solution to the lack of support by the Atari ST of RS-232 Clear To Send and Request To Send (RTS/STS. Instead of adding two more lines to the RS-232 interface, **TURBOCTS** operates by instead of sending information back and forth by line, a line is changed from low to high.

XYZ is new **ZMODEM** program for the Atari ST, and acts as a replacement for **RZ.TTP**. **XYZ** offers resumption of aborted file transferrs, all files are

transferred unchanged (no more files cut short), supports **XMODEM** and **YMODEM**, and file creation dates are preserved (if you want). The console bell rings at the end of a transfer session.

ZMDM is a Zmodem transfer program that works great with Interlink.

ZMFLASH is a Zmodem send and receive program that only NAK7s for an error. Consequently, you can sit back and watch the fastest file transfer protocol around.

JACG TREASURER'S REPORT
FOR THE PERIOD 1/1/90 to 7/31/90

Submitted by Jack Rutt, Treasurer

Balance as of 1/1/90 \$3012.83

INCOME:

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Newsletter Sales \$2.00

Misc. Income \$60.00 \$2434.00

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Newsletter \$1391.67

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Bank Service Charge \$0.33 \$3017.86

BALANCE IN NATIONAL COMMUNITY BANK

AS OF 7/31/90 ----- \$2428.97



ITS HERE!

PrintShop to Daisy-Dot III

by Neil Van Oost, JACG



Yes, It has arrived, a new Atari BASIC programme . to convert PrintShop icons to Daisy-Dot III, by John McGowan. I found my copy of PSTODD3B.ARC on Genie a couple of weeks ago, and have finally just now gotten around to playing with it and the converted PS icons. The version I have obtained of the program is the second (B version) and is the only one I will comment on. The program is written in BASIC and will convert directly from an "OTHER" PrintShop disk to a Daisy-Dot III magnified size four font(use a width of 2).

Each converted icon takes up three characters in the converted font, so you can put 30 PS icons into a DD3 font. You can get a list of icons on the PS disk you are working with when running the converter, but I found it much easier to use one of the PS directory print programs from the club library to map out the 30 icons I planed on moving into a DD3 font. I found the converter program very well documented and easy to use.

The finished font icons come only in one size. I wish that they could be expanded, but if I wait long enough someone will think of a way to do it. Also it takes quite a bit of forethought if you intend to use the icons within your text. I have not tried to include the icons within a text paragraph, yet! But will probably attempt to do so before the finish of this article. Another thing to think of, is the size of the icon file. An NLQ file with 30 icons takes approximately 258 single density sectors, or about 32K. This is a rather large file to read unless you are using a RAMdisk.

All in all the PS TO DD3 converter program is just another reason for all of you out there who have been holding back getting your REGISTERED copy, to wait no longer. This is another great 8-bit program written by and for the Atari user.

Many thanks to John McGowan.

Now just a little about how this page was made. If you have been following my articles about Daisy-Dot III, and how to do some of the things I have done with it, you will remember my article on two columns, done with two passes. Well it seems that the more I want DD3 to do for me, the more work I have to do to get it to do what I want. I could figure no way to immerse a couple of converted PrintShop icons within my text on this page, without making another pass! So here it is, you saw it first in the JACG newsletter -- A page created with DD3 in three passes.

This is not really as hard as it sounds, it does, however take lots of time, patience, and plenty of paper. I found that having your text file written first, and then figuring out how to get the icons into it, works best for me.



After the text is written, make a file up with your icons in it, in the locations that you think you will want them to go. The initial thing is to get an idea of where everything will fit. After you print each of the files you intend to use, you can overlay them and then do your spacing, margin, line and word/icon adjustments.

In the case of this page, I got the heading and left side done first. One file for the icons and one for the text. After that was done and printed to my liking, I added the icons to my icon file that I wanted on the right side of the page, in their approximate positions. Then I wrote this text. Fitting it all together took time and just a couple of additional grey hairs.

If anyone desires a copy of the original files required to print this page, so you can see just how its done, let me know during the meeting or drop me a note at: P.O. Box 225, Waretown, NJ 08758.



NEAR-US UPDATE : August 1990

North East Atari Regional Users Support

NEAR-US Meeting Info Sat. Sept. 15 th

TIME: 9:00 A.M.

LOCATION: AT&T BELL LABS AUDITORIUM
MURRAY HILL, NEW JERSEY

Jersey Atari Computer Group is again providing the location for the upcoming North East Atari Regional Users Support (NEAR-US) Sept. meeting. NEAR-US formed as a group at a multi club officer meeting held at Bell Labs on Feb. 17, 1990. From an initial eight user groups we are looking to establish affiliation with at least twenty groups, if not more, by this upcoming meeting. For additional information on directions, if needed, call JACG's BBS at (201) 298-0161.

From East (and Newark International Airport)

Get on Rt. 22 West. (Road is combined with Rts. 1 and 9 South from NJ Turnpike or Newark Int'l Airport, where it forks. Keep right.) Proceed 12.7 miles on Rt. 22 West. Turn right at sign "Murray Hill" (at McDonald's). Proceed one block to "T" intersection. Turn right on Diamond Hill Rd. Proceed 1.7 miles on Diamond Hill Rd. to second traffic light. Turn right onto Mountain Ave. Go 0.4 mile; use second AT&T Bell Laboratories entrance on right.

From North or South

Get on Rt. 22 West. (Exit 140 off Garden State Parkway.) Proceed 8.5 miles on Rt. 22 West. Turn right at sign "Murray Hill" (at McDonald's). Go one block to "T" intersection. Follow directions under: "From East"

From West, travelling on I-78

From Interchange with I-287 (at sign "V.A. Hospital-Lyons") take I-78 East for 10.7 miles. Exit at "Berkeley Heights- Scotch Plains" sign, (Exit Number 41) and turn left at "T" intersection. Turn left on Plainfield Ave. (to Berkeley Heights) and proceed 0.7 miles to traffic light on Mountain Ave. Turn right on Mountain Ave. and proceed 2.1 miles to second AT&T Bell Laboratories entrance on right.

NEAR-US Contact List

Allentown Bethlehem Easton's A.C.E., PA (Helpkey II 215 868-4856)

Atari Berks Users Group, PA (Snake Pit 215 779-7859)

Atari Bit Byter Users Club e.V., West Germany (Nest 516 221-8462)

Atari Computer Enthusiasts of Syracuse, NY

Atari Computer Owners of Rochester, NY

Atari Users of Greater Hartford Area, CT

Brooklyn Atari Society for Info. and Comm., NY (Dateline 718 833-0828)

Central Connecticut Computer Club, CT

Jersey Atari Computer Group, NJ (BBS 201 298-0161)

Lehigh Valley Atari Users Group, PA (ACUTE 215 261-0620)

Long Island Atari User Group, NY (Nest 516 221-8462
STar SCAN 516 399-4252)

M.A.C.A.M., Quebec CANADA (Pig & Whistle 514 684-0282)

Micro's of Monmouth, NJ

Nittany Atari Personal Computer Org., PA

North East Atari Team, PA (Star Station 215 335-4805)

Ol' Hacker's Atari User Group, NY (Nest 516 221-8462)

Phila. Area Computer Society, PA

Pittsburg Atari Computer Enthusiasts, PA

Riverhead Atari Computer Enthusiasts, NY (Nest 516 221-8462)

Spectrum Atari Group of Erie, NY (BBS 814 833-4073)

ST Atari Road Runners, CT (BBS 203 421-4861)

South Jersey Atari Computer Enthusiasts, NJ (Gateway 609 931-3014)

Southcentral Pa. Atari Computer Enthusiasts, PA

Western Mass Atari ST Users Group, MA

Westmorland Atari Computer Organization, PA

Please forward any information concerning Atari Users Groups located in the North East of the United States or International Atari Users Groups to: LIAUG, Attn: NEAR-US, P.O.Box 92, Islip, NY 11751 or post a message on The NEST BBS (516) 221-8462

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September 1990

Vol. II No. 8

IT'S A SMALL WORLD (of Atari, San Jose)

by John Nagy

A moderate turnout to a small presentation made the San Jose World of Atari show appear satisfyingly crowded, but the final attendance numbers are the smallest for any WOA to date. Seasoned showgoers generally agreed that about 1,500 people visited the two day show in Northern California. The show had been announced less than four months ago.

The hall in the Hyatt San Jose was configured to make most of the 17 vendors booths, and users in attendance seemed happy with the selection of name developers and large dealer displays. The usual price-cutting made for many happy buyers. Having gone several years without a local Atari show, the San Francisco area welcomed the show regardless of scale.

Developers at the show included CodeHead Software, Branch Always Software, Zubair Interfaces, Computer Safari, Carter Graphics, JRI, Talon, MEGAMAX, Michtron, BRE, and King's Domain. Arriving late were Beckmeyer Development, Sliceware Software, and Paradise Systems. Dealers on hand included B&C Computervisions, San Jose Computer, and BEST Electronics. Rounding out the vendor list was START/ANTIC magazine. No-shows were SEMOR-RADIX, GOLD LEAF GADGETS BY SMALL, and ICD INC..

User groups present were DACE (Diablo Valley) and SCAUG (Southern Santa Clara County), but several other groups, even groups more local to the show itself, were said to have asked for tables or booths and were refused.

Although Atari did not support this show with money or an official presence, casual appearances were made on Saturday afternoon by Sam Tramiel, Leonard Tramiel, new USA/CANADA/France Atari Manager Elie Kenan, User Group Manager Bob Brodie, Gail Johnson, Atari technical staffers John Townsend, Jim Tittler, Ken Badertscher, Dan MacNamee, and others from the halls of Sunnyvale.

New boss Elie Kenan is still on his "fact finding" phase at Atari, and was no doubt sobered by seeing the small show, virtually at the home base of Atari's international operations. He is friendly, easy to talk to, and very interested in the na-

tional perception of Atari.

Richard Tsukiji, the promoter of the World of Atari series, had been advised that Atari could not formally attend or support this short-scheduled show. Atari offered to fully support a rescheduled show, but Tsukiji declined that option.

Atari's equipment has been just as busy as their employees, with every available LYNX and display for the portable game occupied at a DC COMICS convention in San Diego. Much more computer and gaming equipment was already shipped to Milwaukee for the GENCON gamer convention. Nevertheless, Atari was able to find and send enough additional computer systems to meet the relatively modest equipment needs of the San Jose WOA.

Incredibly, even after getting the equipment and agreeing to be responsible for the safe return of it all to Atari on Monday after the show, Tsukiji refused to arrange for the safe storage or shipment of Atari's loaned equipment, and left the San Jose area after the show Sunday. Bob Brodie had to use his family van to pick up the equipment Sunday evening.

Even more incredibly, during and after the show, Tsukiji was overheard openly discussing his plans to get Bob Brodie fired from Atari. Tsukiji blames Bob for WOA's failures in user group relations, for Atari's decision not to support the San Jose show, and for considerable negative publicity regarding the WOA series' scheduling practices. However, most observers believe that Tsukiji's problems are entirely of his own making, and that Bob Brodie has in fact gone far out of his way to try to minimize the impact of those problems with both Atari and user groups.

Speculation that the San Jose World of Atari would injure the vendor showing at the well-known user group show at Glendale was fortunately in vain. The suburban Los Angeles, California "Glendale Atari Faire", scheduled for September 15 and 16, is doing very well in confirmed bookings. ALL of the developer vendors from San Jose are expected to be at Glendale, which will sport over 40 exhibitors altogether, plus a major presence and support by Atari. Any damage done by the close scheduling of the two California shows was clearly done to the World of Atari show and not to the Glendale show, which was scheduled over a year in advance.

All in all, the San Jose show was satisfying to many users in the Bay area who have been starved for a local Atari-fest, but disappointing when measured against the "national" show pretensions of the World of Atari.



New Atari
USA/CANADA/France
Manager Elie Kenan

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Z*Net Newswire...



⇒ Atari's operating results for the second quarter 1990: Sales for the three months ended June 30, 1990 were \$84.9 million, an increase of \$2.2 million over the same period last year. Net income was \$1.5 million as compared to \$300,000, an increase of \$1.2 million for the three month matching period last year. Sales for the six month period ended June 30, 1990 were \$170.4 million, down just over a million from last year. Six month net income was \$3.1 million as compared with \$3.6 million for the like period last year. By comparison, for their fourth fiscal quarter ended June 30, Commodore reported a net loss of \$3.5 million on sales of \$198 million, and a net income of only \$1.5 million on sales of \$887 million for the entire fiscal year ended June 30, 1990. In their prior year, Commodore's net income was \$51.3 million on sales of \$939.7 million.

⇒ Atari has negotiated with a number of television and media sources to provide Atari computers for "product placement", the latest rage in advertising. One of many "appearances" will be on the "FLASH" television series slated for this fall. FLASH is based on the comic book super hero who could move so fast as to be invisible. Atari computers will be used in all of the office and laboratory scenes, with suitably high-tech screen representations running on each to accent the science fiction/fantasy premise of the youth-appeal action series. This is part of an active advertising and promotion plan scheduled by Atari for a fall launch.

⇒ Charles Cherry resigned from Atari Corporation July 17th to take an attractive consulting position within the computer industry. Charles was the "TOS Evangelist", and he formed the current developer support program including "Softsource" which has yet to debut publicly. Cherry joined Atari last fall, leaving ANTIC SOFTWARE to be part of the new corporate support of

developers and dealers under Antonio Salerno. Charles told Z*Net that he knew he had accomplished a lot while at Atari, and although he had hoped for more and sooner, he was encouraged by the accolades and participation of many developers since he took over. Replacement staff members have not yet been announced.

⇒ Z*Net joins the many well wishers who congratulate Leonard Tramiel and wife on the birth of a new son, MICHAEL ELLIOT TRAMIEL, Saturday, July 14.

⇒ Atari and American Music, a large music store in North Hollywood, CA, held "MIDI-FEST '90" in the Beverly Garland Hotel, August 9th. Live MIDI demonstrations were presented for a crowd of 400 customers and music mavens by Mick Fleetwood, Jimmy Hotz, Scott Gershin (sound for BORN ON THE FOURTH OF JULY and HONEY, I'VE SHRUNK THE KIDS, etc.), members of TANGERINE DREAM and THE POINTER SISTERS band, and other musicians. It was also the retail commercial debut of the HOTZ MIDI Translator, produced under the ATARI name. The program was well received by the audience, made up of professional (and some quite famous) musicians, songwriters, producers, film score makers, and serious musical hobbyists. The display again established Atari as the technology and price leader for MIDI. Steinberg-Jones, C-LAB, DR. T's, Hybrid Arts, MIDIMAN, and other representatives showed their wares, and American Music offered Atari Hardware (including NINE Stacy Laptop ST computers!) for sale. The evening was arranged through Atari's Frank Foster, and help in setup for the show was provided by volunteers of the Southern California user groups.

⇒ Atari now has an LCD screen for use with overhead projectors, allowing projecting the computer output on any

classroom for meeting room wall or screen. A window like unit, it sits directly on any standard overhead projector. Manufactured for Atari by nView Corp of Newport News, Virginia, and similar to their own VEIWFAME II+2, the Atari projection screen unit has high contrast and grey scales, and 640 x 400 resolution when plugged directly into an Atari ST or MEGA computer. Price and availability will be announced shortly.

⇒ Spotted recently is more evidence that the TT030 may be about to become commercially available. Yet another configuration of the 68030 computer from Atari was seen briefly by a select few developers after the San Jose World of Atari show. This one bore the label "TT030/8" and sported 8 megabytes of RAM onboard. It is not known whether this machine also had the anticipated 32MHZ CPU or the 16 MHZ 68030 which is still the officially announced configuration.

⇒ The new larger color monitor used with the Atari TT030 computers has received a "Type A" acceptance from the FCC. This enables it to be sold in the USA for business and industrial use. Another unit is on its way to the FCC now for further testing, required for "Type B" acceptance and sales to homeowners. Additional word from Atari in several countries is that a new large-screen monochrome monitor may be offered for all Atari computers that is said to give a picture that is "really superior" to the \$2,000 Moniterm monitors from Viking. The new monitors are made by Phillips, and should also be cheaper than the Viking.

⇒ Atari announced the following titles soon to be available for the Lynx game system: WARBIRDS; TOURNAMENT CYBERBALL; GRIDRUNNER; SCRAPYARD DOG; TURBO SUB; BASKETBRAWL;

BLOCKOUT; PAC-LAND; PINBALL SHUFFLE; PAPERBOY; XENOPHOBE; KLAX; SLIMEWORLD; ROAD BLASTERS; 3-D BARRAGE; RAMPAGE; MERCENARY; ZARLOR; KYGAR; A.P.B.; WORLD CUP SOCCER; NFL SUPERBOWL; VINDICATORS; 720; STUNRUNNER; LYNX CASINO; XYBOTS.

⇒ ATARIFESTS NOT TO MISS: Glendale's West Coast Atari Faire V.4.0, will be a major event with over 45 vendors, September 15 and 16 at the Glendale Civic Auditorium in the Los Angeles California suburbs. Contact organizer John King Tarpinian for details at (818) 246-7286. The WAACE show promises to be the East coast's top draw this fall, with a date of October 6 and 7 at the Sheraton Reston in Reston, Virginia. Contact John D. Barnes, at 301-652-0667.

⇒ START Magazine is skipping their September issue in order to prepare for massive changes beginning in October. Start has acquired the subscribers of the defunct ANALOG and ST LOG magazines, and also plans to roll ANTIC, their 8-bit Atari magazine, into a section within START, increasing the overall size of book to over 120 pages. ST owners remember when START began as a section of ANTIC. New features are also promised in an overall re-assessment and rededication of START magazine, based on responses from a recent reader survey. START, like Z*Net Monthly, is 100% laid out using CALAMUS desktop publishing.

⇒ A new maintenance update of WordPerfect 4.1 for the Atari ST includes several feature enhancements and support for large screen monitors. Improved features include auto-hyphenation, "Look" using regular GEM windows with scroll bars,

Continued...



...Z*Net Newswire



direct import/export between the ST 4.1 and the IBM 4.2 versions of WordPerfect, and support for several new printers. Also available is an additional print disk, providing improved support for PostScript printing. The PostScript printer drivers offer several point sizes of Helvetica, Times Roman, Avant Garde, Bookman, Helvetica Narrow, New Century Schoolbook, Palatino, Zapf Chancery, and Courier. Registered WordPerfect users may obtain the maintenance update for \$12.50. The additional PostScript print disk is available for \$10 by itself or \$2.50 if ordered with the maintenance update. Call (800) 222-9409, or write to WordPerfect Corporation, Atari Products Division, P.O. Box 731, Orem, Utah 84059-0731.

⇒ Gribnif Software announced that NEODESK 3 will be released in September. Rick Flashman, president of Gribnif, calls it "the Ultimate Desktop", and it adds many features to their successful NEODESK 2. New features like Desktop Notes, the File Clipboard, Macros, and Split Windows are included. The full feature list is impressive and goes on literally for pages. NeoDesk 3 has a suggested licensing fee of \$69.95. Upgrades from 2.x will also be available. Gribnif Software, P.O. Box 350, Hadley, MA 01035, (413) 584-7887.

⇒ Zubair, known for their memory upgrade systems for the Atari, has introduced Z-KEYS, an IBM-PC/AT keyboard interface to the ST and MEGA computers. It is a solderless internal device that installs easily and comes with a software driver for the new keyboard. The original ST keyboard can still be used as well. \$99.95, Zubair Interfaces Inc., 5243-B Paramount Blvd, Lakewood, CA 90712, (213) 408-6715.

⇒ JRI showed a new variation on an older product at the San Jose WOA. John Russell is now offering a variant of his JATO CPU accelerator, without

the accelerator but WITH a math co-processor. It should significantly speed up rendering and spreadsheet recalculation, with speed benefits in other processes as well. The tiny \$200 device just presses on to the CPU in any ST or MEGA computer. JRI, Box 5277, Pittsburg, California 94565, (415) 458-9577.

⇒ The long-popular FoReM BBS software by Matthew R. Singer is now being marketed by the Full Moon BBS. Available in single line versions for the Atari ST and the IBM PC, FoReM may be purchased directly from Full Moon for \$74.95 plus \$5.00 for shipping and handling (UPS only). When used in conjunction with the FNET mailer program by David Chiquelin (a shareware program supported at Atari-Oh! BBS 713-480-9310) either version of FoReM can be used to exchange messages with other BBS Systems worldwide. Contact Stephen Rider, 20 Cargill Ave, Worcester MA 01610. Specify your disk and type requirements. Offer not valid in Massachusetts. Full Moon BBS, 508-752-1348.

⇒ B. N. GENIUS, a national chain of specialty store similar to SHARPER IMAGE, has featured the Atari Portfolio palmtop computer on the cover and double inside front spread in their latest catalog. The Washington, D.C. based company has stores in many cities but does the bulk of their national business via the popular glossy mail order catalog. SHARPER IMAGE was rebuffed by Atari for mail order sales, although the Portfolio was approved for showroom sales. Some Atari dealers are concerned to see their formerly exclusive sales territories invaded by mail order... something that Atari had at least implicitly promised would not happen.

⇒ Charges were made in the July ST INFORMER magazine that a British distributor is importing US ROMS and selling the ROMs and Calamus together at a

price lower than the official British importer can offer. The distributor, Frank Shean of Network News Service, responded in a message sent to ST INFORMER headquarters, saying that Calamus was being sold in the UK for \$700. "The distributorship is just one man, who refuses (against European and UK law, incidentally) to allow anyone to stock the product if they don't agree to maintain his high price." He says that the TOS chips need to be changed to use the USA version of Calamus that Network sells. The official Calamus importer sells Calamus only as an expensive bundle, including Calamus, Calamus Font Editor, and several Compugraphic font packages, and seeks to retain the UK as a single-supplier market. Shean says that the matter has been referred to the European Commission (Europe's trade court).

⇒ "Exclusive" trade arrangements continue to vex other Atari distributors. MICHTRON just went through a very similar situation with PC-SPEED, which Michtron imported from Germany under what purported to be an exclusive market agreement. Other US distributors simply bought the PC-SPEED through other channels and sold it in the US anyway. Michtron declined to pursue legal remedies. Gordon Monnier, president of the Michigan software importer and distributor, has recently stated that Michtron was for sale. Longtime right-hand man at Michtron, George Miller, has recently resigned to take a position with ABACUS of Grand Rapids, Michigan, a book and software company with products for the Atari and other platforms.

⇒ The Berlin, Germany Software house "Tommy Software" offered to "legalized" all pirate copies of its own software products that are floating around in East Germany. The only thing the East Germans had to do was write to the software house

and ask for a free registration number for the products they "own" before September 30th, 1990. East Germany now contains a computer black market that is out of control, and much of the software is for the Atari. Tommy Software - with this unusual measure - is trying to establish itself in a newly legitimate and rising East German software market.

⇒ Commodore Amiga is now appearing in a number of major stores, including Macy's California, Montgomery Ward's, VideoConcepts and others. Commodore says it is planning a presence in more than 1,200 consumer retail outlets this Fall, with other outlets to be added before Christmas. Commodore has announced that all new Amiga A2500/30's will ship with 5MB RAM standard and that the A2630 will now have 4MB standard. List prices are not being raised. Also, the Amiga A3000/16 and A3000/25 which formerly shipped with 40MB hard drives will now have 50MB drives as standard, again without a price hike.

⇒ Aggressive semiconductor companies could cause a massive surplus of RAM chips in 1991 due to large investments requiring production wars. This time, it would be 4 megabit dynamic RAM chips, which are being produced by Japanese, South Korean, Taiwanese, U.S., and European companies. Already, low prices for four-megabit DRAMs are pressuring the newer chipmakers to outproduce their older rivals, who may have no choice but to produce more, too, thus increasing excess supplies. In the mid-1980's, excess production forced chips to record low prices and caused a major trade dispute with the USA. Manufacturing representatives say that they learned from their mistake in the '80s and will not repeat it.

Call the Z*Net BBS
201.988.8188

CLEVELAND FREENET

by Francisco X. DeJesus

About two months ago I read about the Cleveland Free-Net right here in Z*Net. You've probably heard something about it by now, including the fact it's absolutely free. However, if you live nowhere near Cleveland, you may be thinking how you can get to it without a not-so-free long distance phone call. All you really need is access to a computer system in the Internet network...

If you're at college, the best way to connect to it is to use your Atari as a terminal to a local computer system, for example, your campus computer system. Most colleges and universities nationwide have Internet access. If you have an account in that computer, log in as you usually would. From your system, it is a one-step process to get to the Free-Net. Type in: "telnet freenet-in-a.cwru.edu" (no quotation marks). If it doesn't recognize the hostname, try using the IP number directly: "telnet 129.22.8.76". Most mainframe operating systems (VMS, Unix, CMS, Music, etc.) support the Telnet command.

If you do not have an account on the local computer system, ask around to see if you may request a temporary account or if there is a 'guest' account available. Also ask about the kind of computer that answers the phone calls. If it is what is known as a 'terminal server', you have to connect from there to the actual computer that you want to use (for example, you type in something like 'connect LOCAL-COMP' and then you're asked for your username and password to log in). If this is the case, some terminal servers will allow you to use the Internet directly: type in "connect 129.22.8.76". A last resort is to visit some of the local

microcomputer labs in your school. Find out if they are plugged into your campus network (usually thru ethernet). If they are, you may obtain PD Telnet software for both Macs and PCs.

Once you reach the Free-Net (it takes just a few seconds to connect from anywhere in the country) you will be greeted by the title screen and an ASCII pic of the 'electronic city'. You may log in as a guest user and begin to explore the system or apply for an account (they will send you the actual application by mail). As a guest user you can go anywhere and read anything in the system, but you can't leave messages, e-mail, or chat with the other users online.

The whole Free-Net is set up like a menu-driven BBS with a city motif, and well deserved since it is HUGE! The system is extremely easy to use, and online help is available. Do check out all the SIGs, especially the Atari SIG (type "go atari" at any arrow prompt). The Atari SIG is among the largest, and (as usual) Atari users are among the most outspoken in some of the other areas. Not all SIGs are computer-oriented, and there is more than one SIG for every interest (for a complete listing of the SIGs check out the Index under the Post Office's User Services).

In all, if you have the chance, I highly recommend you try out the Cleveland Free-Net. As a first impression, the Free-Net works like any small BBS, but on such a large scale that the sheer magnitude of it still awes me (how many BBS's do you know with 96MB RAM and over 2 gig HD space? - and it's growing!). It takes very little time to feel at home there, and it's free, so go online today! ♦

\$19.95

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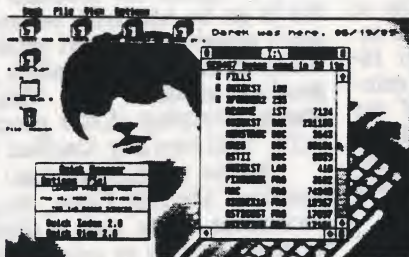
"**amazingly FAST**" - Nick Berry, PSAN (4/90)

"**I highly recommend this package**"
- Ron Schaefer, ST Informer (6/90)

"**Buy it**" - A. J. Wrotniak, Current Notes (6/90)

The screen shot on the right shows a typical ST desktop with Quick ST's desktop background feature installed. Supports .PI2 and .PI3 DEGAS pictures.

Also shown is the Quick Manager tool manager, free with Quick Tools.



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- and more!

Each Tool can run as a standalone program (.PRG file) or as a desk accessory (.ACC file).

Quick Tools includes Quick Manager, which supports the installation of all 10 Tools as desk accessories (the desktop has a limit of 6). Quick Manager also displays the time and date, free RAM, and TOS version and allows for file selector access from the desktop.

Branch Always Software
14150 N.E. 20th. St. #302
Bellevue, WA 98007

Compuserve: 73657,2714
GEnie: DAREKM

Quick ST II and Quick Tools are available at most Atari ST dealers across the U.S. and Canada. If ordering direct, add \$3 s/h for U.S. destinations, and \$5 elsewhere. U.S. dollars only please.

Now available! **Branch Always T-shirts** - \$8.95 with the purchase of either product. Please specify size: M/L/XL. 100% cotton.

GenCon 1990 - An Outsider's perspective

by Mike Brown (LCACE)
additional information from Dr. Paul Keith

TSR, Inc. sponsored the GenCon '90, annual gaming fair/convention in mid August at Milwaukee's spacious MECCA convention center. I was invited to work and attend GenCon through the courtesy of Milwaukee's Atari user group, MilAtari.

In the GREAT HALL of the Mecca there were over 150 exhibitors occupying some 80,000 square feet of space. There were great buys on items like Star Trek and other T-shirts, books, original art prints, computer software, hand-made figures, costumes, jewelry, music, out of print collectibles, magazines, dice, and much much more. Over 500 role playing tournaments were available to GENCON game fair participants. Events included fantasy, espionage, science fiction, horror, military, historical, humorous, and super hero game events. The Role Playing Game Association sponsored more than 30 tournaments. Over 1000 players competed in teams against one another. During the course of the show, there are at least a thousand seminars; these include gaming sessions, game auctions, art shows, writers seminars, the costume contest, training (from specific game playing tips to "Game Master's Workshops"), movies (an average of 4 a day) and other game and fantasy related events held on site. Two events were heavily supported by Atari- the "Open Computer Gaming" and "MIDIMaze" sessions.

To support these events, Atari supplied over 55 color ST systems for this effort, as well as a stand alone Lynx tower with four Lynx (Lynxs? Lynxes? Lynxi?). Thirty two of the STs were used in two MIDI-Maze rings at the show. The balance of the STs were set up on tables adjacent to the MIDI-Maze rings for open gaming. Bob Brodie and several members of the Atari Lombard (Chicago) staff were also there to assist in any way needed. The gang from Chicago was showing off some of the Lynx titles set to be released "real-soon-now (TM)" including Slime World, Road Blaster, and Klax. Lynx gamers have plenty to look forward to with these games, as the Road Blaster game is a VERY faithful rendition of the arcade classic. And although I am not familiar with the arcade version of Klax, I found the sound quality of Klax to be VERY impressive. Atari's Steve Ryno told me that Klax took up 2 Megs on the Lynx ram card! Slime World is an original game for the Lynx that is developed by Atari's Chicago game pros, and looks to be tons of fun. In this game, you assume the identity of Todd, while he explores the underground caverns of slime. Another game that seemed to catch the eye of the D&D crowd was Gauntlet, the Third Encounter.

My first day at the show, I helped with MIDIMaze contest sign-up, which sometimes seemed like feeding time at the zoo. It was incredible the number of people that were interested in playing MIDIMaze. MilAtari had two full 16-player rings set up with 1 hour games starting every 30 minutes from 8:00 AM to 11:00 PM most of all four days of the show. Individual game winners were awarded "MIDI Master" buttons made right on the show floor using Casico Music's Calamus DTP demo system, as well as show-provided gift certificates and valuable prizes donated by Atari Corp.

[After the show, Bob Brodie confirmed for Z*Net that MilAtari had filled all but 15 slots for the MIDI-Maze schedule out of over 1500 slots for use. With the addition of the open gaming that was being enjoyed by the showgoers, we figure that Atari strutted it's stuff to over 2000 likely NON

Atari users! That's over 20% of show attendance had a hands on experience with the ST! - ED]

The other big attraction in the Computer Concourse was the "Open Gaming" area. For a paltry \$2 an hour, a gamer could rent an Atari ST and choose from a vast collection of game and strategy titles to play. Many, many people were exposed for the first time to the ST's wonderful graphics, sound and user-friendly features. One player that I remember said (with some self-righteousness in his voice) that he was a "...Mac user, but these 'taris were not *too* different (from the Mac)..." (Apple had no involvement in GenCon, the only other companies in the computer concourse were NEC, SEGA Commodore, and Bally/Midway. Commodore was not there but local user groups did an admirable job in representing the full CBM line of products including the Amiga.) Atari's area was by far and away the largest in terms of square footage, number of machines, and participant interest.

Atari also supported an Atari dealer (Computer Cellar in St. Charles, Illinois) exhibiting at GenCon with great deals on the LYNX. I entered my name into their demo Portfolio, hoping to win it in their show drawing. That was the closest I was able to get to their booth, as it was VERY busy most of the time. Sales for the Lynx were disappointing though, as many people found that only have six titles for a close to \$200 machine a little disturbing. Knowledgeable sources indicate that Atari has over 20 additional titles readied for the holiday season. If Atari got those out earlier that would help placate any further fears about software availability.

The saddest thing was that there was nary a demo ST unit set up on the VAST vendor floor other than at the massive Atari area. It would have been nice to see "Lord British" playing ULTIMA on an ST in the Origin booth, Advanced D&D on an ST in the SSI booth or at least support from FTL for the ST version of Chaos Strikes Back.

When many of us feel like we are fighting the "game image" that Atari has, why should they appear at this type of show? Atari Manager of User Group Services (and major speaker for Atari) Bob Brodie told us at the show that the people that think of Atari as a game machine are usually referring to the company's 2600/7800 line of dedicated video games, NOT to the ST. "While it is certainly true that the ST is among the most effective computers on the market for almost any task, it still can play some really great games," he noted. "What we are really looking for is opportunities to present Atari computers to the unconverted, rather than just always preaching to the choir." Brodie went on to say, "We need to expose our products to non-Atari avenues... If all we did is go to Atarifests we would reach very few people that don't already own Atari products. GENCON is great opportunity to impress a specific group of potential buyers how good our products are." This year's attendance at GENCON was a whopping 11,800 people over the course of the four days. That tops any Atarifest by a wide margin.

Kudos to MilAtari Ltd! Under the leadership of their president, Michelle Gross, they gave Atari one of the best opportunities of the year to show off. If you are at all into any form of gaming or science fiction/fantasy, I'd advise you to contact the GenCon organizers at EO. Box 756, Lake Geneva, WI 53147, for information on next year's show. If you can't wait, maybe you can make European GenCon (Nov. 30th to Dec. 2nd, 1990) to be held in the UK! ♦

Atari, The Corporate Solution?

by Jon Clarke (Z*Net New Zealand)

Sure, Atari computers are a great games machine. But let's leave that behind and take a leap into the commercial world of computing.

You may say, "Ah, the MS-DOS world" or maybe "Hmmm, the MAC world". Most of you have used or at least seen an IBM (or clone) or a Macintosh. Some of you have the big grunTERS - "the mini and mainframes". Well here is the bottom line. The Atari ST will out perform most PC's in the commercial world. A bold statement? NO! Lets look at what has and is happening in the corporate/commercial world of computing.

[1] Systems managers/buyers will go with the mainstream to protect their jobs and egos.

[2] A good computer salesperson will in most cases oversell a product to his customer. For instance; sell a 35mhz 486 PC clone to a company who only want to run a spreadsheet and a payroll package, when a 12mhz AT clone would do it just as well.

[3] With new EDP managers will often come a new 'vender' of computer hardware and possibly a totally new type of machine/operating system.

[4] Branches and even departments within various companies use different machines. The WP area may use a Mac or a Wang for all the word processing. Accounts may use network of PC clones in "token ring", while the treasury area may use a mini or mainframe linked to their local PC's for all their activities. The list goes on and on.

[5] "Software used in other areas of the company will not work on your computer". Heard this before? "We can not cost-justify the purchase of this software". Heard this from your manager?

[6] In a multi user/vender situation you may find computers in a stand-alone environment because they can not

be linked in to the LAN/network, or the cost to do it is too high.

[7-999] The list goes on and on and on and on and on and on...

So where the Atari ST fit into all of this? I say that the Atari ST is not only the solution to multi vender applications, it is the ONLY TOTAL solution!

While the MAC does have packages like Soft-pc, one of the IBM/MS-DOS emulators, the IBM does not have an emulator for the MAC. The Atari ST will run the standard IBM file format with no modification (Tos 1.4 or greater) from desktop, and with PC-Speed, PC DITTO II, or the SUPERCHARGER, emulate a PC with a Norton rating of 4.0 or better. Now combine PC emulation with MAC emulation of the Spectre GCR (20% FASTER than a MAC), and what we have is a full blown Mac and IBM all in one machine. It is also a versatile terminal for DEC and other mainframes.

So, in a multi vender environment, the ST will integrate all machines and operating systems into one computer, including manipulation of Unix and the likes. Also, ST software is data-file transportable, ie: 1st Word - Word Processing; LDW Power - Lotus 123; DBman - Dbase 2; etc.

Cost Benefits: An Atari ST with hard disk, printer and emulators is about HALF the cost of a Mac and PC combined... and the ST mode is FREE! The Atari software is about half (or less) the price of MAC or IBM titles. The Atari ST will use most existing peripherals in your office - your printers, modems, plotters, etc.

The Atari ST is one of the world's best kept computer secrets, and can be the ultimate office solution. Hardware vendors beware, this computer CAN do what it has done in Germany - dominate the marketplace in all areas, both the home AND commercial/corporate areas. ♦



Don't Miss the THIRD Issue of ST JOURNAL

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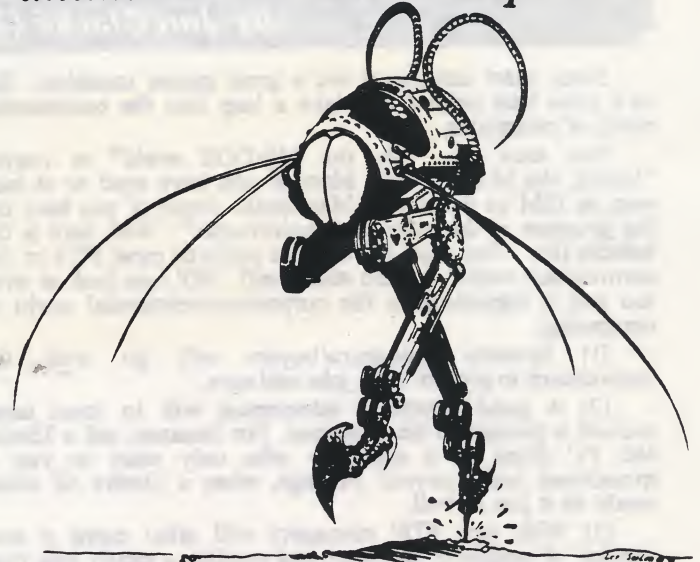
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(Graphics Tablet Environment) which supports the new Cal-Comp graphics tablet in four resolutions. Another feature of PRISM-AGE is that it uses all of the computer's memory to support multiple picture buffers. This can range from approximately eight buffers on a 520ST to over 110 buffers on the MEGA4 ST, which allows the creation of animations using the built-in slide-show features.

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For more information write or call Lexicon Software Corp., 58 Redwood Rd., Fairfax, CA 94930. (415) 453-0271. Dealer inquiries welcome.

WATCH THIS SPACE FOR MORE NEWS ABOUT "PHASE-4"™

ATARI 8-BIT PUBLIC DOMAIN UPDATE

by Ron Kovacs

GEM.ARC - Printer utility to setup your printer from DOS. Uses Sparta command line with parameter passing or a menu with less capable DOS's. Written in ACTION! with source for easy reconfiguring with other printers.

APACSHW2.OBJ - Latest version of APACSHOW, the slide show program. This version works correctly with DOS 2.0/2.5, displays in an interlaced mode, (gets rid of those annoying black lines in APC), and fixes a few other bugs.

APACVW20.ARC - Latest version of APACVIEW decodes and displays GIF images in APAC (256 color) mode. It also allows you to create color-separations (.R, .G, .B) for viewing with COLRVIEW in 80 x 192 resolution with 4096 colors. This version also has some additional fixes noted in the doc file.

ROBCHES.ARC - COLRVIEW source RGB files of some raytraced chess pieces. Converted from an Amiga HAM pic.

RGBBALLOON.ARC - RGB source files for use with Jeff Potter's Colorview.

SPLIB12.ARC - SpartaLibrary 1.2. Disk cataloger program. Runs under SpartaDOS only. Reads SpartaDOS, DOS 2.x, maybe MYDOS, disks. Features automatic subdirectory reads, describes and sorts by volume name, subdirectory name, file name and file description. Fixes bugs in version 1.1 and contains support files.

VT52100.DCM - This file is an update to an early version vt52/vt100 terminal emulator. A bug in the old version that affected the backspace (and a few other keys) in half duplex mode only. This program is 100% machine language, offers a very complete emulation of a VT100 as well as VT52 terminal, and has xmodem and ascii file transfer capabilities.

RGBFIDO.ARC - Touchtablet RGB picture of Fido. Lots of anti-aliasing around the eye.

T816UPGRADE.ARC - This file contains all the distribution files in an archive. This would include: Installation, Usage, Examples, Hardware upgrade instructions, Software (TOS) version differences, PAL usage, OS cross-reference, 65816 Macro file, TOS Include file, Bus connector, memory maps, and much more.

T816INFO.ARC - This archive contains the current price list and product list available from DataQue Software. Included are the Turbo-816 system components, Turbo-Calc, MV-80 etc.

DD3LABEL.TXT - This is a text file describing some simple modifications that allow Daisy-Dot III to more easily print 3.5 X 15/16" continuous labels for addresses, disks, etc., from Roy Goldman. **MFD35.DCM** - This file must be expanded using Diskcomm 3.2 or higher to create the MFD 3.5 disk. Atari DOS 3 and XL/XE machine required. This is the newest version of the Master File Directory also known as the File Organizer. It includes all features of older version plus more, like the ability to delete unwanted records and new ways to search records. If you use any one of the older versions (1.5 or 2.0) you need, along with this file, the upgrade kit. New users only need this one. You MUST read the docs before using the program because it can't be used as it comes from the archive. Some setup is needed before using the program for the first time. Due to a minor quirk related to screen handling (which DOES NOT affect program operation) you should hold OPTION during boot-up even though the docs tell you this isn't necessary. Not doing this may produce annoying garbage in the screen when you search records. This can also be fixed by re-starting the program by pressing RESET once it has booted. Documentation is NOT included in this archive.

MFD35DOC.ARC - This file contains the docs for the new Master File Directory 3.5. If you use any of the older versions be sure to get the upgrade kit.

UPGRADEKIT.ARC - This is intended only for users of the older versions of the Master File Directory also known as the File Organizer. This archive contains a program that will convert the data files you use with your older version to the format used in the new 3.5 version. Included are the docs to this program. You need to have Atari DOS 3 and XL/XE machine with at least 64K.

GAMELINK.ARC - This archive contains the source to GameLink (by itself) and the GameLink code loaded into BASIC data statements. An example file showing how to use this data, in BASIC, is included. The GameLink.Doc file also is included, to show how the cable is constructed, in addition to other GL information.

LIBDBASE.BXE - Read the GENie library list as you would normally see it. Search on different fields. You must download a library listing from GENie and store it in a disc file. The program was written in ICD/OSS BASIC XE but will run under BASIC XL. It will NOT run under Atari BASIC!

PSDEMO.ARC - ARC file with PS icon fonts and a text file demonstrates how to incorporate Print Shop icons (converted with PSTODD3B) into documents to be printed with Daisy-Dot III. Included are 4 Icon fonts and a total of over 50 fonts (fancy alphabet, Atari icons, horoscope and Bart Simpson). The demo itself doesn't require PSTODD3B but does require the registered version of DD3. You will need PSTODD3 to make your own icon fonts. From DD3, choose ROMAN2 as the initial font and TESTTXT as the text file. Make sure all other font files in ARC file (NL?) are on the default drive. Demo prepared by John McGowan from Columbia, MO.

PSTODD3B.ARC - ARC file with program and documentation by John McGowan of Columbia, MO for conveniently converting Print Shop icons from "OTHER" disks into DD3 fonts that can be easily used within a document. Very impressive and useful.

SLOGRO.ARC - A model of diffusion limited aggregation: a particle is released from the edge of a circle and wanders on a random walk until it hits a central dot and becomes "stuck" in place. This continues with additional particles until a "dust-ball" of accumulated dots fills the screen. This program is released by the author to demonstrate one of the educational disks available from Bresnik Software.

TT2.ARC - This is an archive of the GameLink, and TT2 source/code/docs. Included is the source, and specifications for the GameLink serisk (serial) driver. TT2 is a two player tic-tac-toe game in 100% assembly language.

AMS-R.ARC - 28 AMS tunes. It will fit on a single density disk (it's 317 DD sectors long).

AMS-C1.ARC - This file contains 33 AMS tunes. It is 304 DD sectors long and will fit on a single density disk.

THEPLAYR.ARC - The Music Player plays AMS I or AMS II tunes. If you have a 2nd pokey installed it will play in 16-bit stereo, 8-bit stereo, or 8-bit mono. Up to 69 files can be seen on the screen. Autoplay, Tag, Untag, and Play Tagged are some of the options. You can switch modes (16-bit S, 8-bit S, or 8-bit M) while a tune is playing. This is a GOOD AMS player. If you haven't done Chuck's Gumby upgrade yet, this should give you a reason to.

These files can be found on GENie's Atari 8-Bit Roundtable and on CompuServe. ♦

ATARI ST PUBLIC DOMAIN UPDATE

by Ron Kovacs

STOKTECH.ARC - This is called STOCK TECHNI-
CIAN which is a powerful technical analysis program. You
capture 2 1/2 years worth of data on any stock or commodity
and the program will automatically generate Bar Charts, Point
Figure Charts, several Moving Average charts, Standard Vol-
ume charts, Cumulative volume charts, Volume/price trend
charts, or Negative Volume charts.

DFIND.ARC - Fast and easy to use general purpose file
finder. Provided in both PRG and ACC forms. Wildcards sup-
ported included the
standard * and ? plus
full support for UNIX
style [abc], [a-k], and
[abc] wildcards. Care-
ware from Oregon Re-
search Associates.

UNISHELL.LZH
- This is an archive
shell that allows the use
of LHARC.TTP,
ARC.TTP, or any other
application. No need to
run different shells for different archive programs any longer.
Software allows switching back and forth from LHARC and
ARC or others.

DJENVLP.ARC - This is a fully functional Shareware
release by Software Development Systems. This program
prints envelopes on any Deskjet Printer. It can be run as a
.ACC or a .PRG just by renaming it and it is fully GEM based.

KV-GEO-1.LZH - This program lets you browse
through pictures of the solar system. Click on areas, read, and
zoom to other pictures. When you think you know it, take the
quiz (3 difficulty levels). Use the FIND command to quickly
locate and see the largest planet or waxing crescent moon. Col-
or, low resolution.

SORRY.LZH - Computer Sorry! is the computerized ver-
sion of the board game Sorry! Lots of graphics and good play
value in this -freeware- game. A contribution to the author
gets you a newer version plus source code.

UNLZH172.ARC - Version 1.72 of UNLZH, the fastest
extractor for LZH archives. Easy to use GEM interface. Does
multiple archives at once, and automatically extracts to sepa-
rate folders. Full featured extract to screen, with scrolling and
searching. This newest version fixes problems with extracting
stored 'ln0-' files, and extracting archives where the last file is
less than 20 bytes.

PAPACNT.ARC - This is the latest and last version of a
very easy to use and very fast accounting program entitled the
Paperless Accountant. It is so named because all graphs and re-
ports are viewable on the screen. You can manage checking,
saving, and credit card accounts. It produces cash flow and ex-
pense category graphs. Color or Monochrome.

FUZZBALL.LZH - This is a Q-bert Clone. This game
has some neat sound effects. Low Res color only. This soft-
ware has some adult language included.

VAULT201.LZH - This is version 2.01 of VAULT. This is
a HD back-up and restore utility. Image speed and very config-
urable.

NOVA.LZH - This is a Lo-Res Color only arcade
"shoot'em up" quality type game by Arunan Thaya-Paran en-
tirely in machine code using HiSoft's Devpac and the graphics
were drawn using Rainbird's Advanced OCP Art Studio.

VALGUS20.ARC - Valgus is a Tetris clone that plays
like the stand-alone arcade machine (round by round) instead of
the PC version. Version 2.0 adds monochrome compatibility
and a two player mode (player vs. player or player vs. compu-
ter). This version also fixes some version 1.1 bugs.

CHEATS.LZH - This file contains various cheat modes
for 49 ST games. Cheats range from level codes to unlimited

lives, energy, extra weapons and level skips. All these cheats
have been verified by myself and do work.

BAAL.LZH - This is an ST BASIC program for the game
BAAL by Psynosis. When run this program will give unlim-
ited lives and unlimited fuel for your jet pack. Instructions are
in the file BAALDOC included in this file.

DREISSIG.ARC - MONO ONLY. This is a game of
chance of the Yahtzee ilk from Germany. Six die are tossed
and you select those you want to keep (those which together
will add up to 30) and toss the rest again and again. The com-
puter and/or other people are your opponents. In my case, the
computer almost always wins, but that's the way my luck goes.
The program is in German, but I've included an English docu-
ment which will you find your way around. Another great pd
offering from Deutschland!

PAGESTREAM FONTS: SOUVMED1.ARC - Souve-
nir Medium Italic; SOUVMED2.ARC - Souvenir Medium;
BURLOBLI.ARC - Burlington Oblique; OLYMPIC.ARC -
Olympic; CHANCER2.ARC - Chancery; CALIGRA2.ARC -
Calligraphy; FLASH2.ARC - Flash; WESTERN-.ARC - West-
ern; DINGBAT2.ARC - Dingbat font; CELTIC3.ARC - Celtic
font.

SYSMON.LZH - This is the new version of SYSMON
the Atari ST system monitor, a very fine monitor to trace any
AES-, VDI-, GEMDOS-, BIOS-, XBOS- or LINEA- calls
made by a users program. Doc-files included are in german,
but the program has got a small online-help in english. This
program doesn't run TOS 1.0 system but worked with COLOR
TOS 1.2/1.4.

RAMPL122.LZH - Version 1.22 of the Ramplus utili-
ties. Fixes Shadow compatibility. Includes a fast and memory
efficient ramdisk with a built in print spooler that does not re-
quire a separate buffer, plus a mouse doubler, screen saver, a
unique 11 sector format utility, a GEMDOS fix that allows an
extra 2K to be stored on every disk.

TIMER-A.ARC - This is an assembly language program
that shows how to use timer A to create an indefinitely long
time delay, and more importantly, shows a method that per-
mits a program to issue TOS calls while in Supervisor state.
Includes a doc file that clears up a lot of unknowns regarding
the timers on the ST.

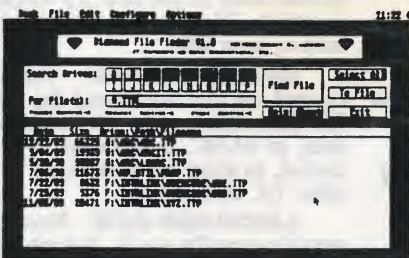
TALKCOMP.ARC - This file contains two programs,
one intended to help persons with speech impairment and the
other for teaching small children and foreign adults to read,
spell and to use the computer.

POSTAL20.ARC - Postal V2.0 - Newly updated ver-
sion of a prg/acc that identifies postal abbreviations for the U.S.
and Canada. Works in medium and high rez. This version
corrects some data errors, works as a desk accessory, and has
limited Zip Code identification support. From Do Not Stamp
Software.

CIRMAK2.ARC - Data files for CircuitMaker II. Cir-
cuits in this ARCD file include: 74LS251 - TRI-STATE 8-Line
to 1 Line Data Selector/Mux; 74LS85 - 4-Bit Magnitude Com-
parator; 74LS390 - Dual 4-Bit Decade/Binary Counter;
74LS5 - 4-Bit Magnitude Comparator; These circuit files can
be converted to MACROS, instructions are included for each
circuit.

DDCHROEN.ARC - This is the Advanced Dungeons &
Dragons Player Character Generator, version 5.0. Written in
GFA 3.07. Runs in Med/High Resolutions. Many changes:
Smart dice-roller, shop-keeper, class/race generation. Generate
Non-player characters of any level/race/class. Modify your
characters. Save/load from disk. Print character sheets for
every campaign on your Epson printer. Over 6400 lines of
sourcecode - available from the author. This program is
SHAREWARE.

All of these files are available on GENie's ST Roundtable
or on CompuServe. ♦



1990-1991

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May be additions or deletions

April 1991						
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